```c
#include<stdio.h>

#include<string.h>

#include<sys/socket.h>

#include<stdlib.h>

#include<netdb.h>

int main(int argc, char * argv[]) {
    struct sockaddr_in server, client;
    if (argc != 3)
        printf("Input format not correct");
    int sockfd = socket(AF_INET, SOCK_DGRAM, 0);
    if (sockfd == -1)
        printf("Error in socket();");
    server.sin_family = AF_INET;
    server.sin_addr.s_addr = INADDR_ANY;
    server.sin_port = htons(atoi(argv[2]));
    char buffer[100];
    printf("Enter a message to be sent to server");
    fgets(buffer, 100, stdin);
    if (sendto(sockfd, buffer, sizeof(buffer), 0, (struct sockaddr * ) & server,
sizeof(server)) < 0)
        printf("Error in sendto");
    return 0;
}
```